## Design Principles

### **GOALS:**

Improve Berkeley's downtown transit center and public space through new transit structures, improved wayfinding, and new design and landscaping of the plaza.

## Design Principles:

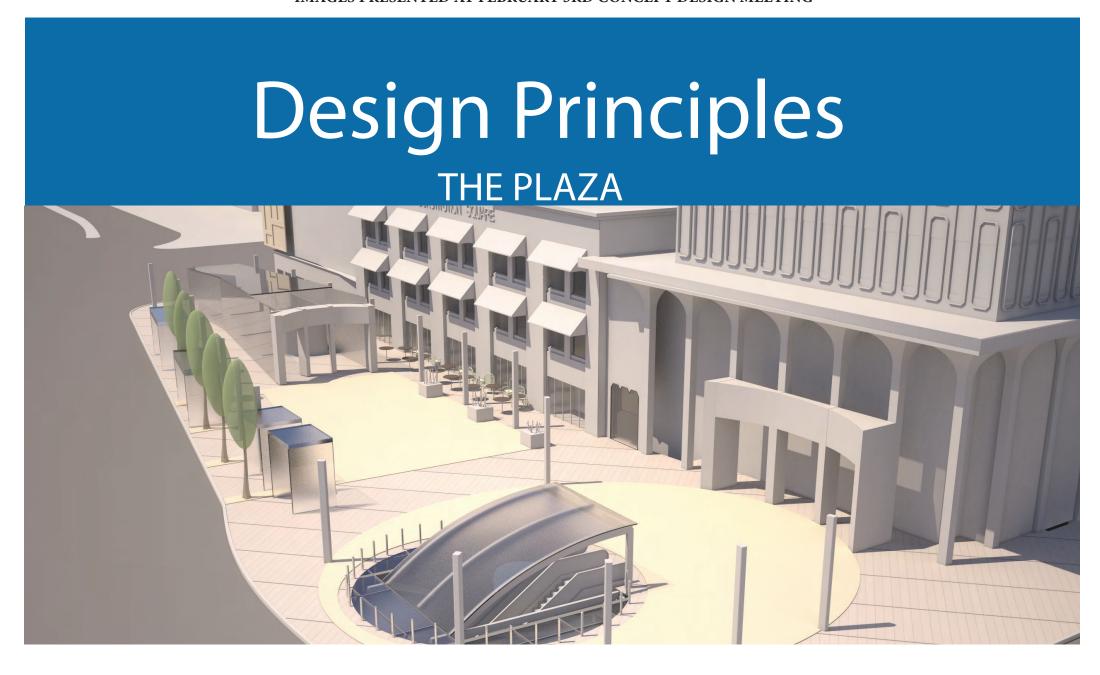
**Accessibility/Universal Design** - Improve access to transportation services through universal design, wayfinding, and safe and clear paths of travel. Provide safe, weather-protected and comfortable infrastructure for transit riders, pedestrians and bicyclists.

**Transportation System Operations** - Improve traveler safety, convenience and connectivity between all modes: bus transfers, bike/ped access to bus/BART, kiss & ride, taxis, and parking. Consider both current and future travel demand from new residents, employees and visitors.

**Place-Making** - Create a welcoming, attractive, memorable, vibrant place for all users that reflects Berkeley's history and culture, and enhances the city's economy - using café spaces, visitor information, public art, landscaping, lighting, plaza materials, transit architecture and other design elements.

**Sustainable Design** - Improve storm water treatment, energy efficiency, and other sustainability goals using durable and environmentally-sound materials.

**Durability and Maintenance** – Consider safety, cleanliness, and long-term maintenance needs in design.



### **Active space**









### Manage stormwater and water use











### Reduce energy demand and heat island effect











### **Safety and security**







### **Cost-effective maintenance**

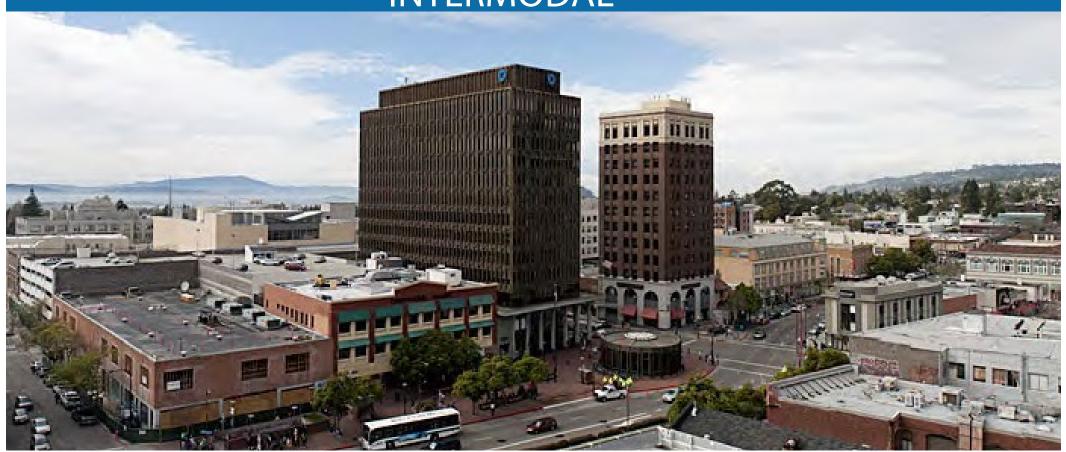






# Design Principles

INTERMODAL



#### Taxis and kiss & ride









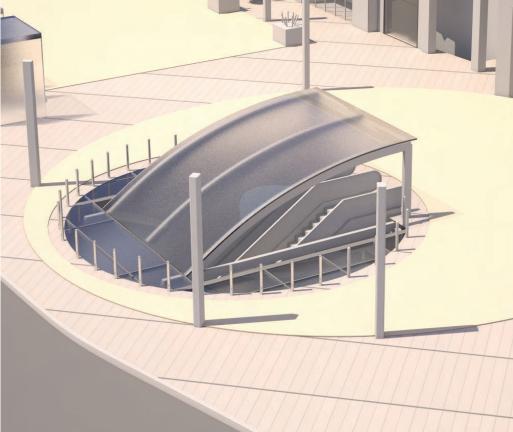
### **Connectivity**



# Design Principles

**STRUCTURES** 





### Integrate art and placemaking









#### **Transparency**









#### **Increase accessibility**







## THE PLAZA

### **OBJECTIVES:**

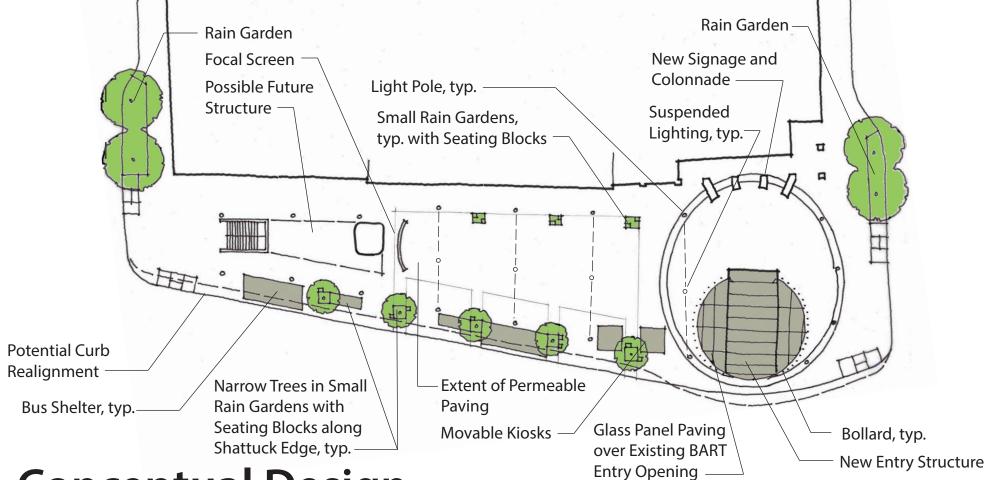
- Place making
- · Enhanced retail experience
- Sustainable design
- Durability and maintainability

### **GOALS:**

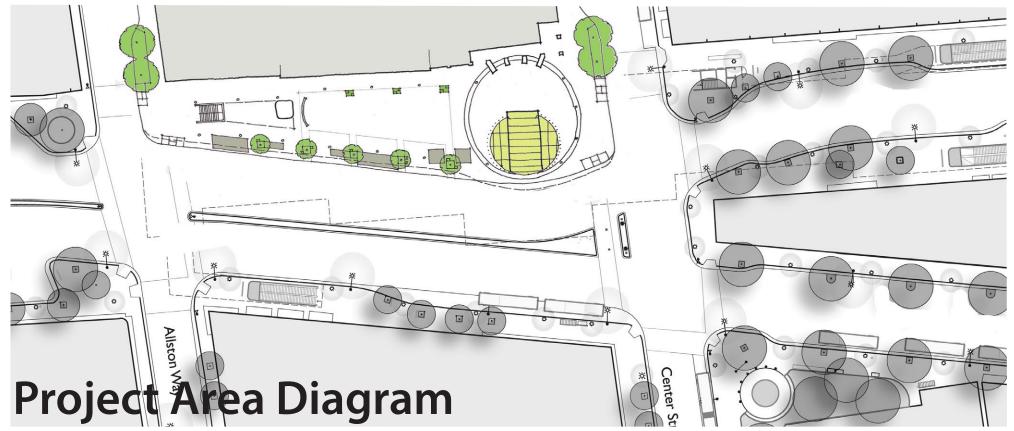
- Activate space for range of uses
- Manage stormwater and water use
- Reduce energy demand and heat island effect
- Safety and security
- Manage capital and operations & maintenance costs

## THE PLAZA

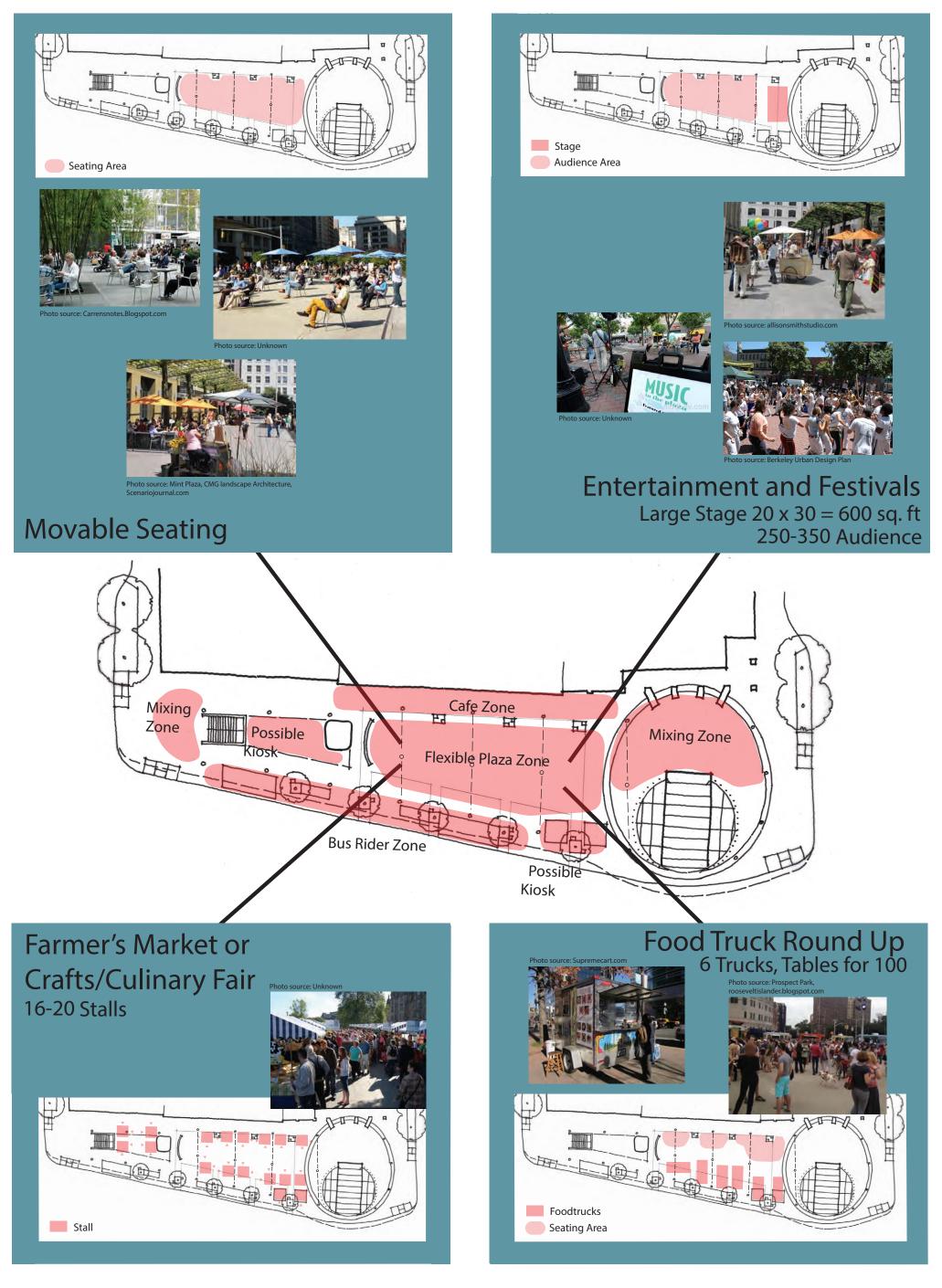




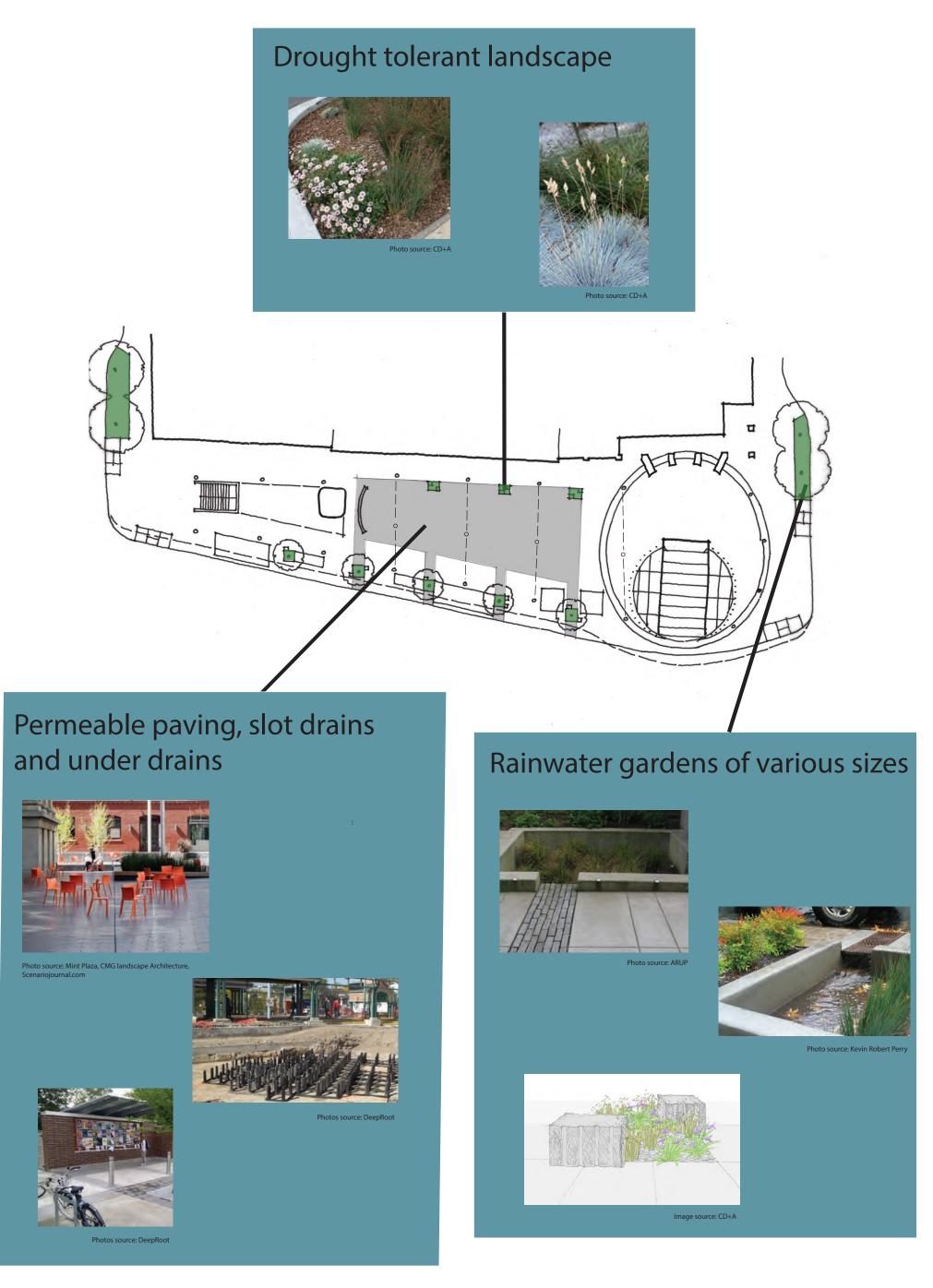
**Conceptual Design** 



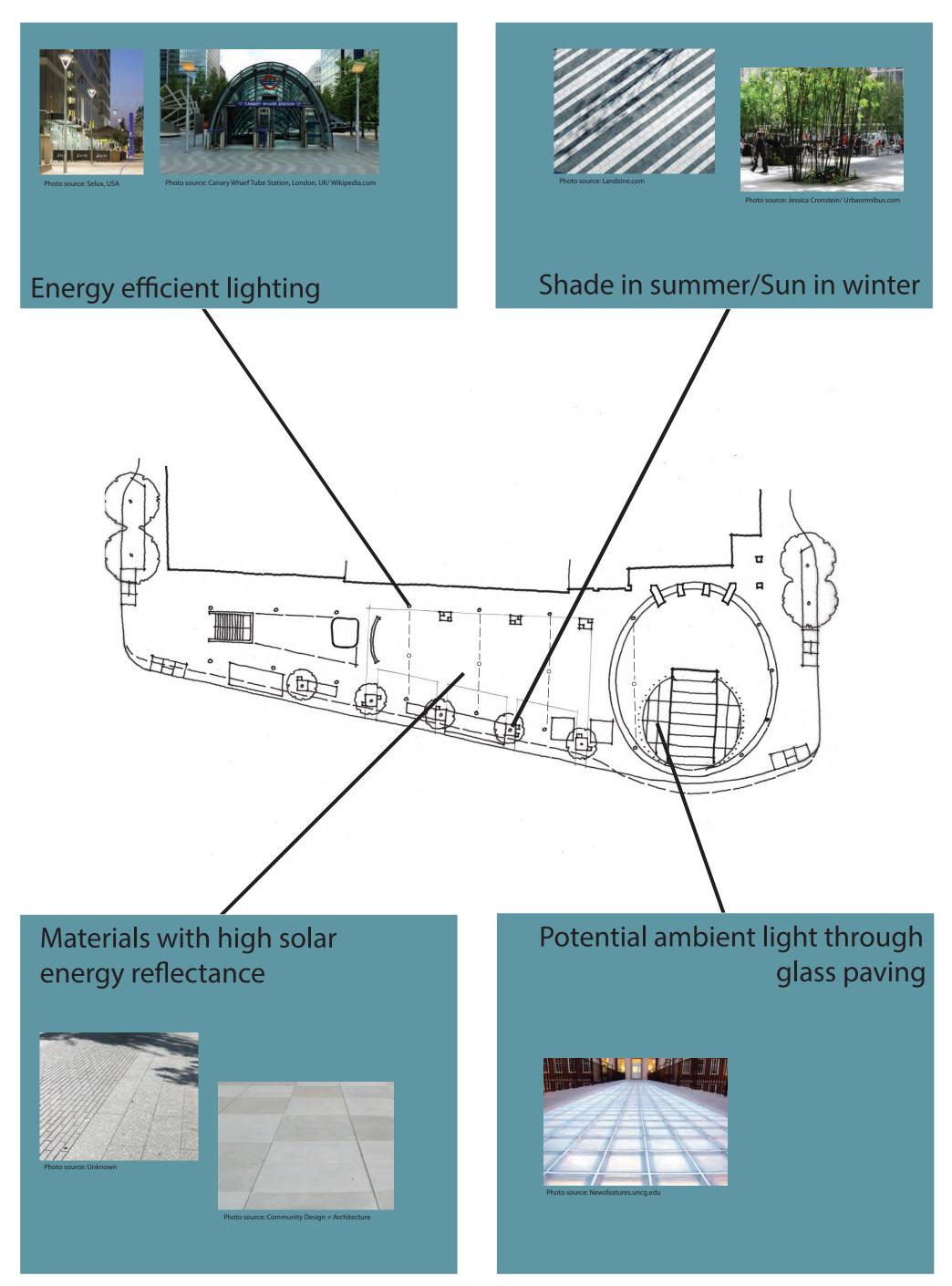
# THE PLAZA ACTIVE SPACE WITH RANGE OF USES



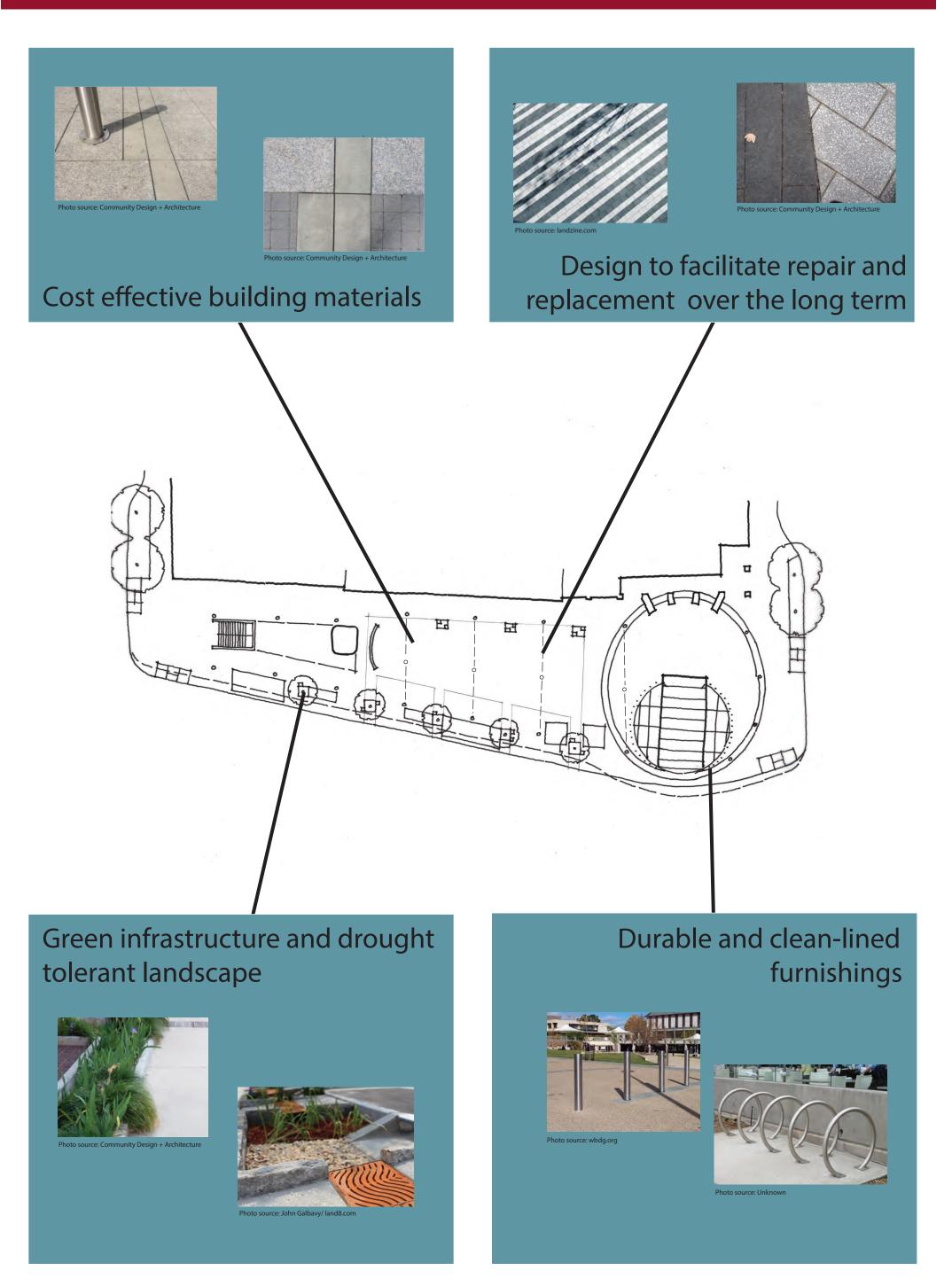
# THE PLAZA SUSTAINABILITY - WATER



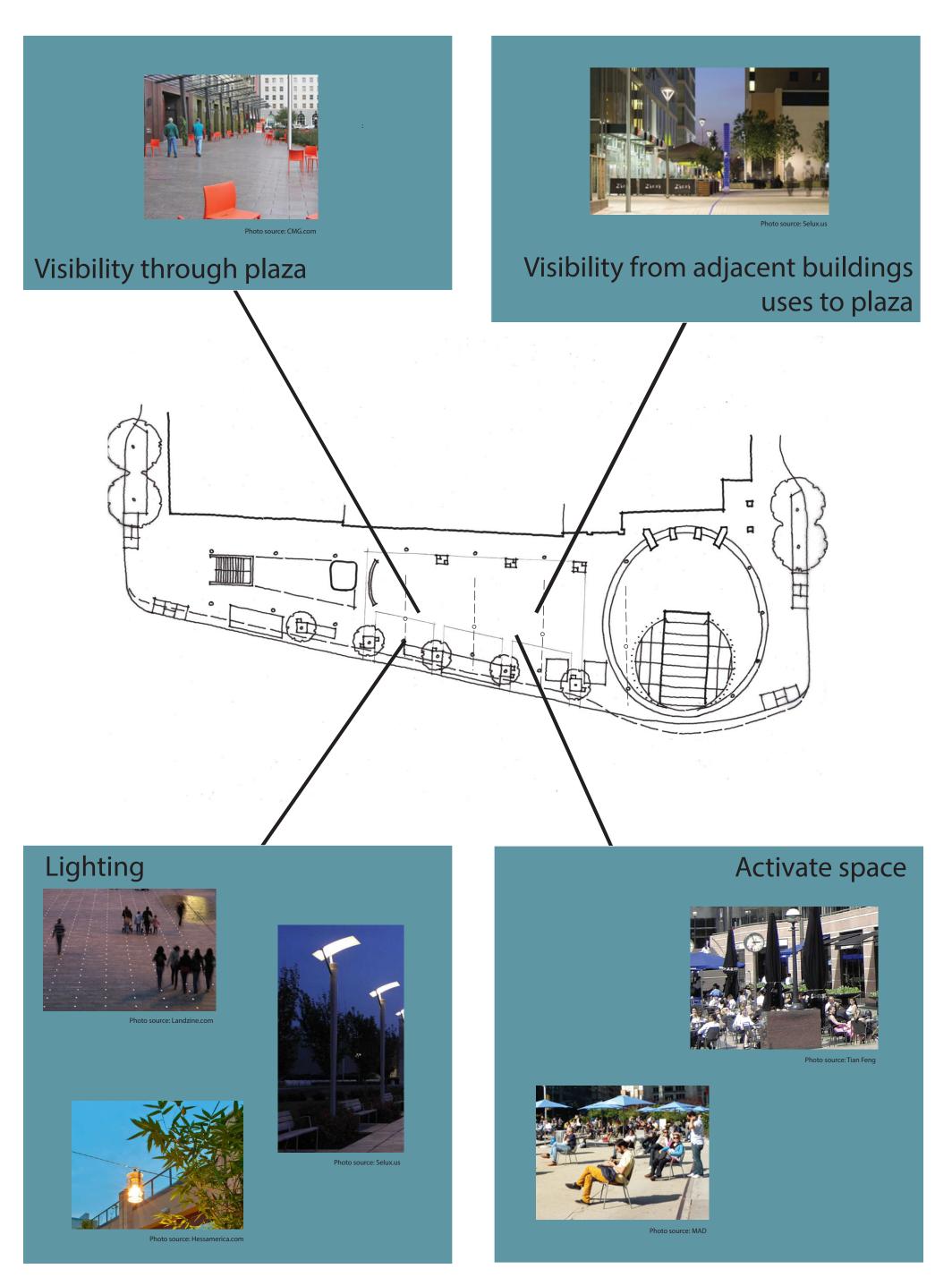
# THE PLAZA SUSTAINABILITY - ENERGY



# THE PLAZA SUSTAINABILITY - COST



# THE PLAZA SAFETY AND SECURITY

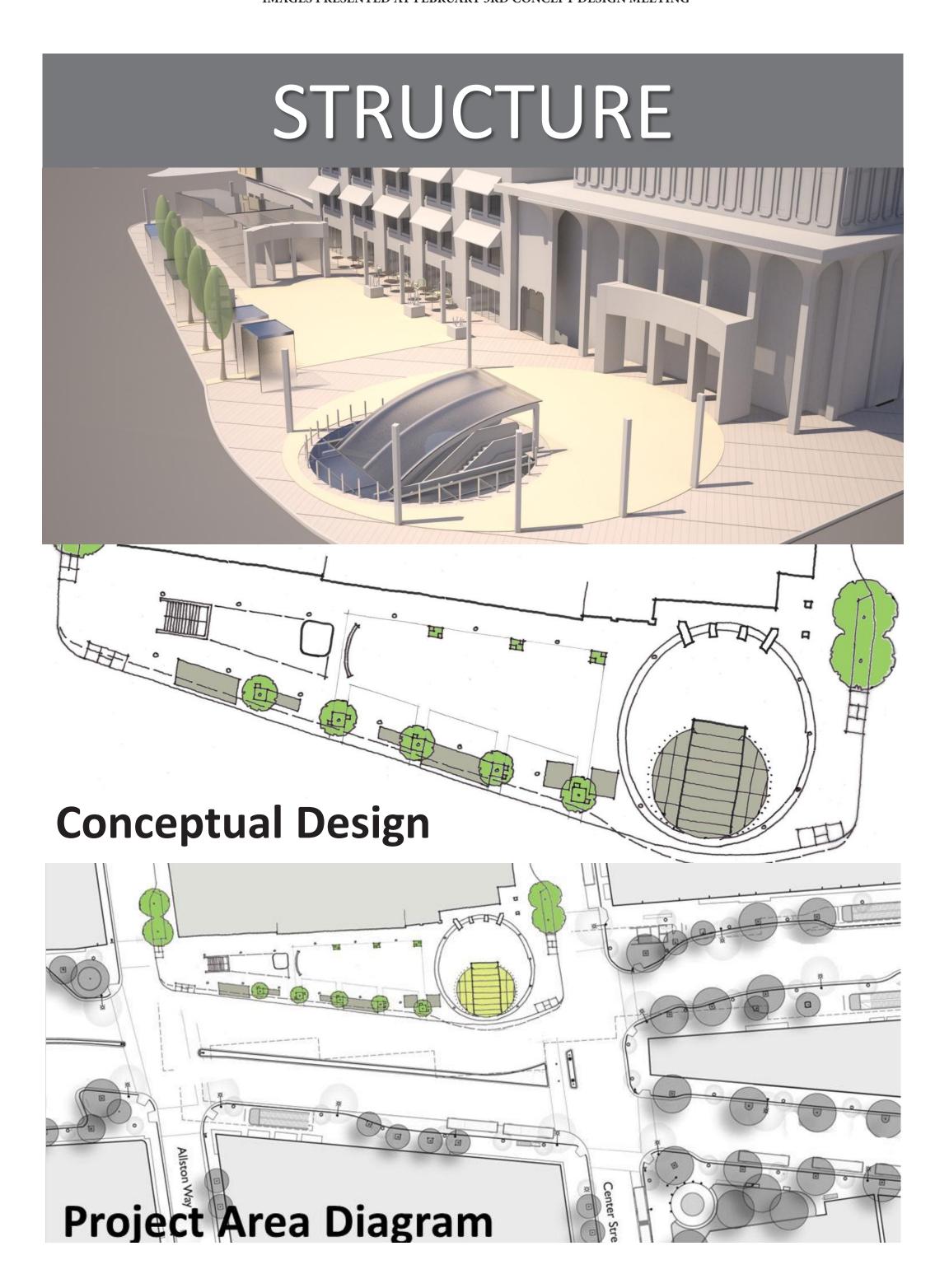


### **GOALS**

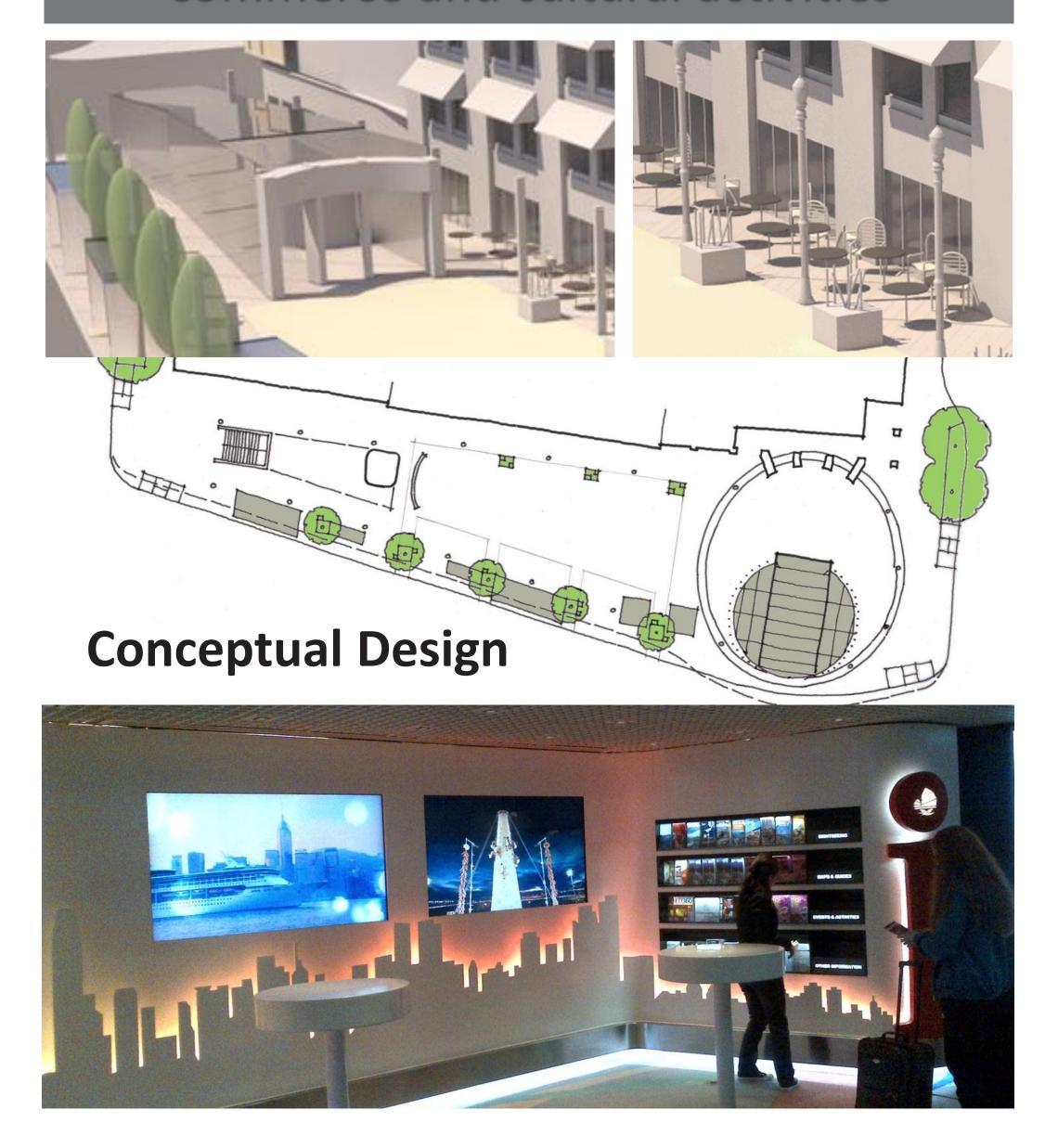
- A modern, dignified, and inspiring public space for locals and visitors alike
- A dynamic place that supports commerce and cultural activities

### **OBJECTIVES**

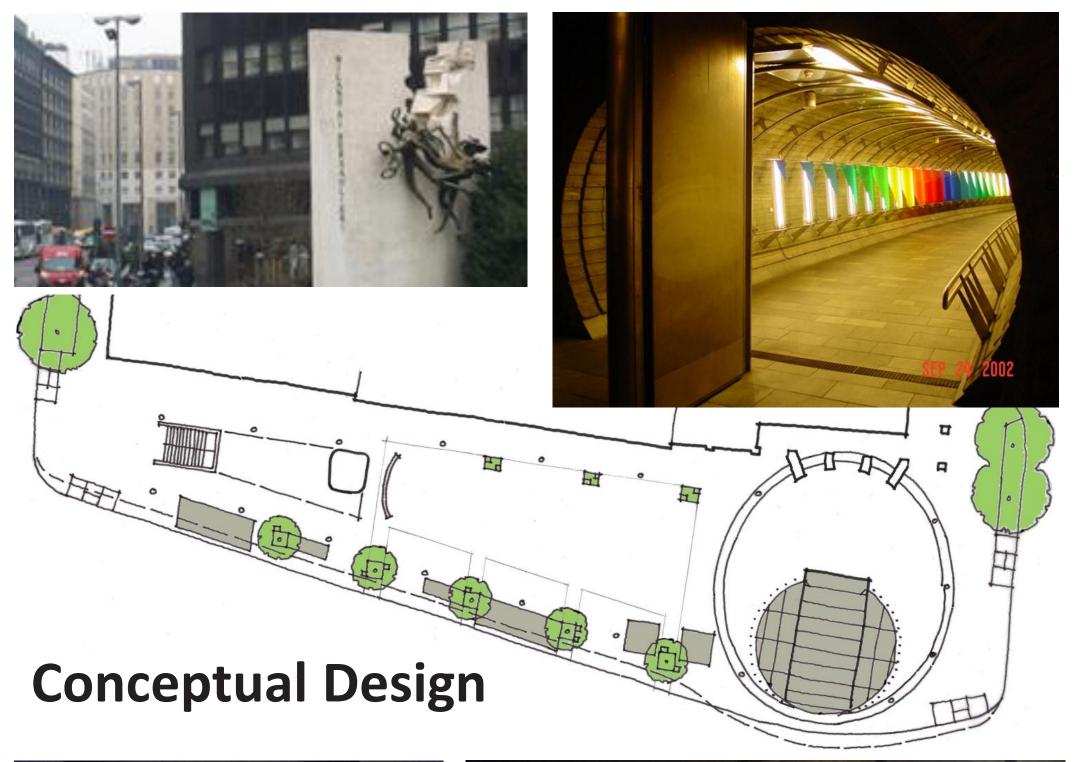
- Responsive to funding, schedule and operation/maintenance constraints
- Holistic approach to sustainability
- Integrate art with architecture and landscaping for place-making
- Materials for transparency and durability
- Legible and Intuitive spatial design
- Adopt best practices for accessibility



Create a dynamic place that supports commerce and cultural activities



Integrate art with architecture and landscaping for place-making







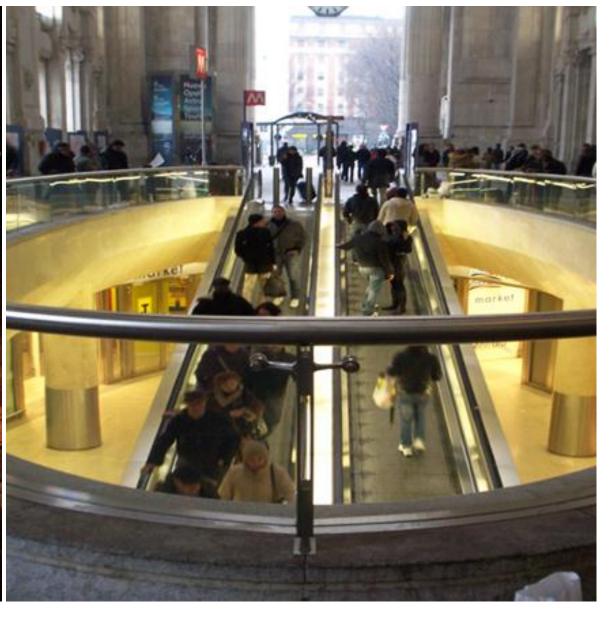
Adopt best practices for accessibility



## Legible and intuitive spatial design







Materials for transparency and durability



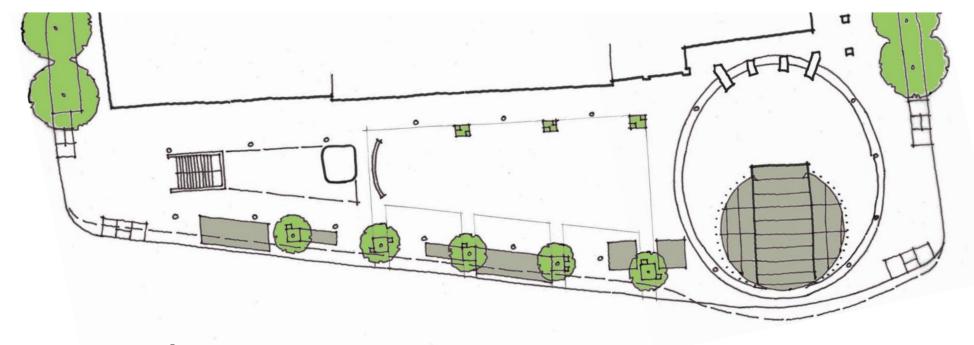
### **GOALS:**

 To make the different modes of transit on and through the plaza safe, comfotable and efficient

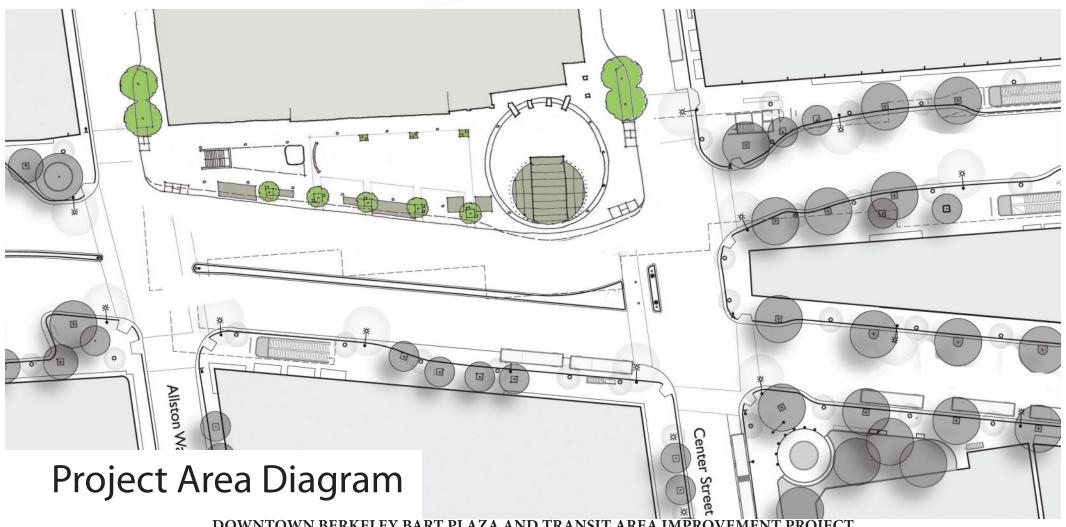
## **OBJECTIVE:**

- Improve intermodal connections from bus to bus, BART to bus and pedestrian to bus & BART
- Improve bus patron experience by providing better weather protection, reducing crowding at stops and better identification of stops
- Provide more efficient and safer bus operations by extending the area for buses to load and unload
- Improve the kiss & ride expereince by providing a safer and larger area separate from busses
- Provide better wayfinding at and through the plaza by improved transit center maps and displays
- Reduce pedestrian, vehicular and bicycle conflits by better definition of paths of travel

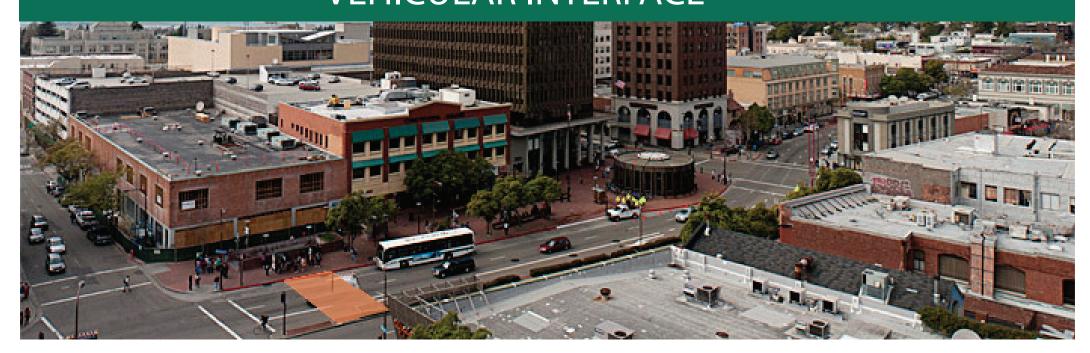


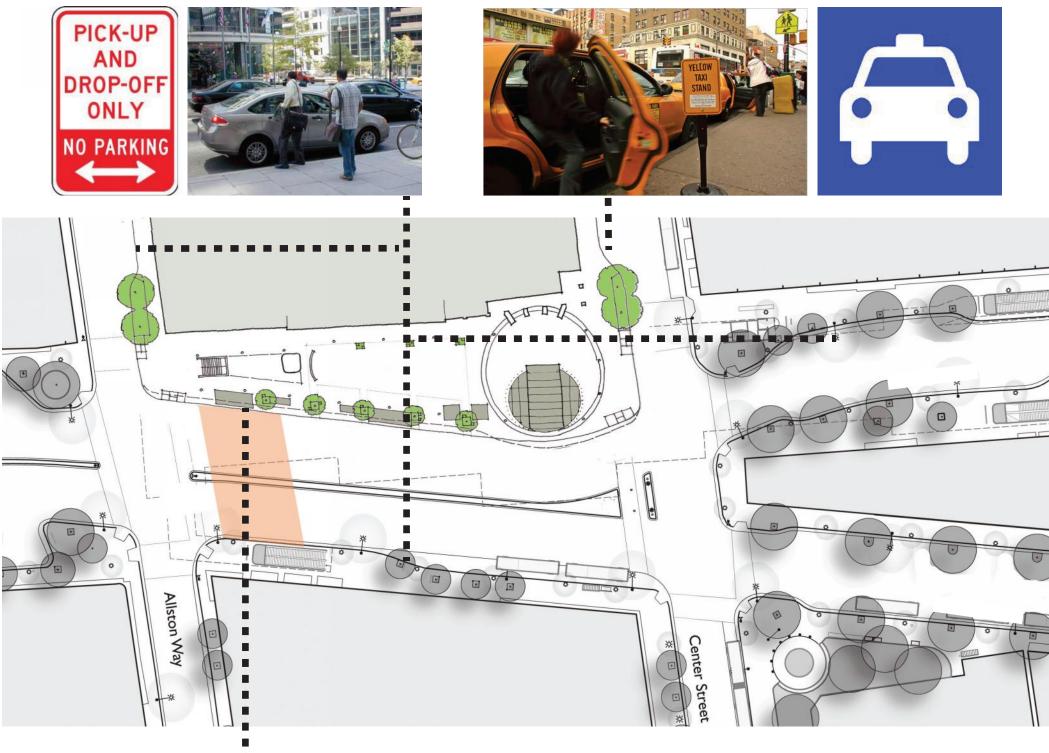


### Conceptual Design



**VEHICULAR INTERFACE** 







PEDESTRIAN & BIKE



